UK's OFFICIAL
SEGA
COMIC
STARRING
SONIC THE HEDGEHOG
FORTNIGHTLY
£1.20 • Nº 93
24 DECEMBER 1996
SONIC
THE COMIC
TIN$EL TIME!
COOL YULE ACTION!
SONIC 3D MD REVIEW
DOCTOR ROBOTNIK'S SEASON OF GOOD-WILL
NEW STORIES
A CHRISTMAS WISH
93
9 770969 304037
CRACKING CAPTAIN PLUNDER AND DECAP STORIES INSIDE!

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Merry Christmas, Boomers!

In the words of that old hume-crooner, Bong Crisby, "I'm dreaming of a blue Christmas!" Yes, that time-to-feel-festive is almost upon us again - the humes around here have already had me decking the halls - and between me and you - I'm totally fa-la-la-la-la'd out! Goodwill to all droids indeed!

On a brighter note, Santa drops in on two brand new super duper stories this issue... he's briefly sighted by Sonic in New Tek City, Planet Meridian where a young pup by the name of Richie Rover thinks his Christmas wish has turned him into a super-hero!

Santa sighting number two - Doctor Robotnik is given the chance to mend his evil ways in Season of Goodwill! But will it be an offer he'll refuse?

Bloodthirsty goings-on are afoot around the seas of New Tek City - the sharks have been at Mr Fry's transforming potion and they're attacking Captain Plunder's ship!

Finally, find out if mad Mick C McTosis and Mr Twitch get their paws on Mr Cuddle Bunny's vast fortune. Turn to the concluding part of *STC's* madcap Decap Attack story.

Before I leave to turn the music up and party down, let me thank all of you for your fabby cards and drawings, which are lining the office walls as I speak. See you all in a fortnight Boomers, when *STC* orbits into the New Year - but before I go -

HAVE A COOL YULE & A MEGA NEW YEAR!

Megadroid and the STC Humes

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SEGA

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↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	ROAD RASH 2
2	●	DESERT STRIKE
3	●	LOTUS TURBO CHALLENGE
4	●	FIFA SOCCER '96
5	●	TOY STORY
6	↑	SONIC AND KNUCKLES
7	↑	WORMS
8	RE	DYNAMITE HEADDY
9	↓	MICRO MACHINES 2
10	RE	TAZ-MANIA: ESCAPE FROM MARS

SATURN

1	↑	NiGHTS
2	↓	EXHUMED
3	●	ATHLETE KINGS
4	●	ALIEN TRILOGY
5	●	DESTRUCTION DERBY
6	●	SEGA RALLY
7	●	VIRTUA FIGHTER 2
8	↑	VIRTUA COP
9	↑	FIFA SOCCER '96
10	NEW	VIRTUAL GOLF

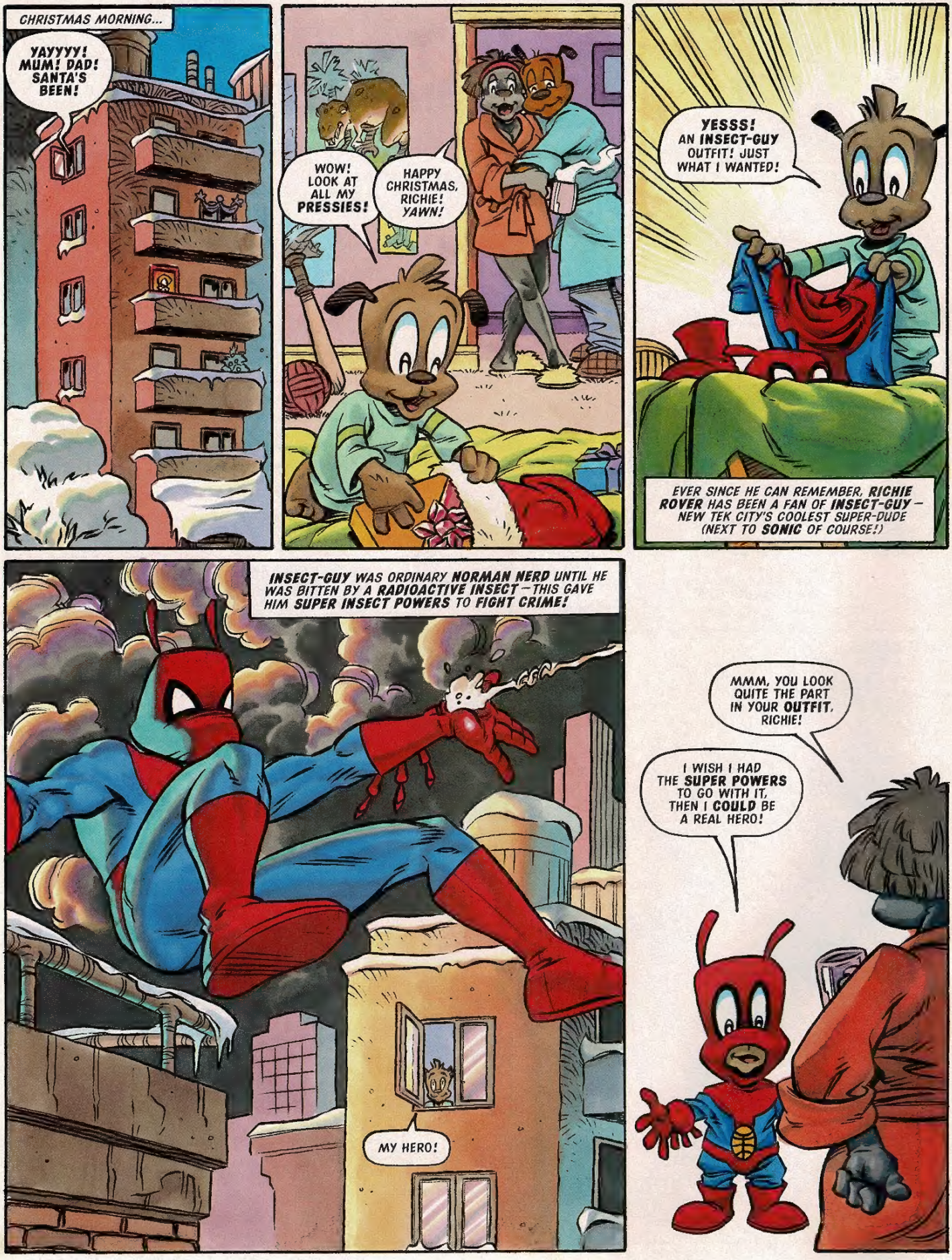
MEGA-CD

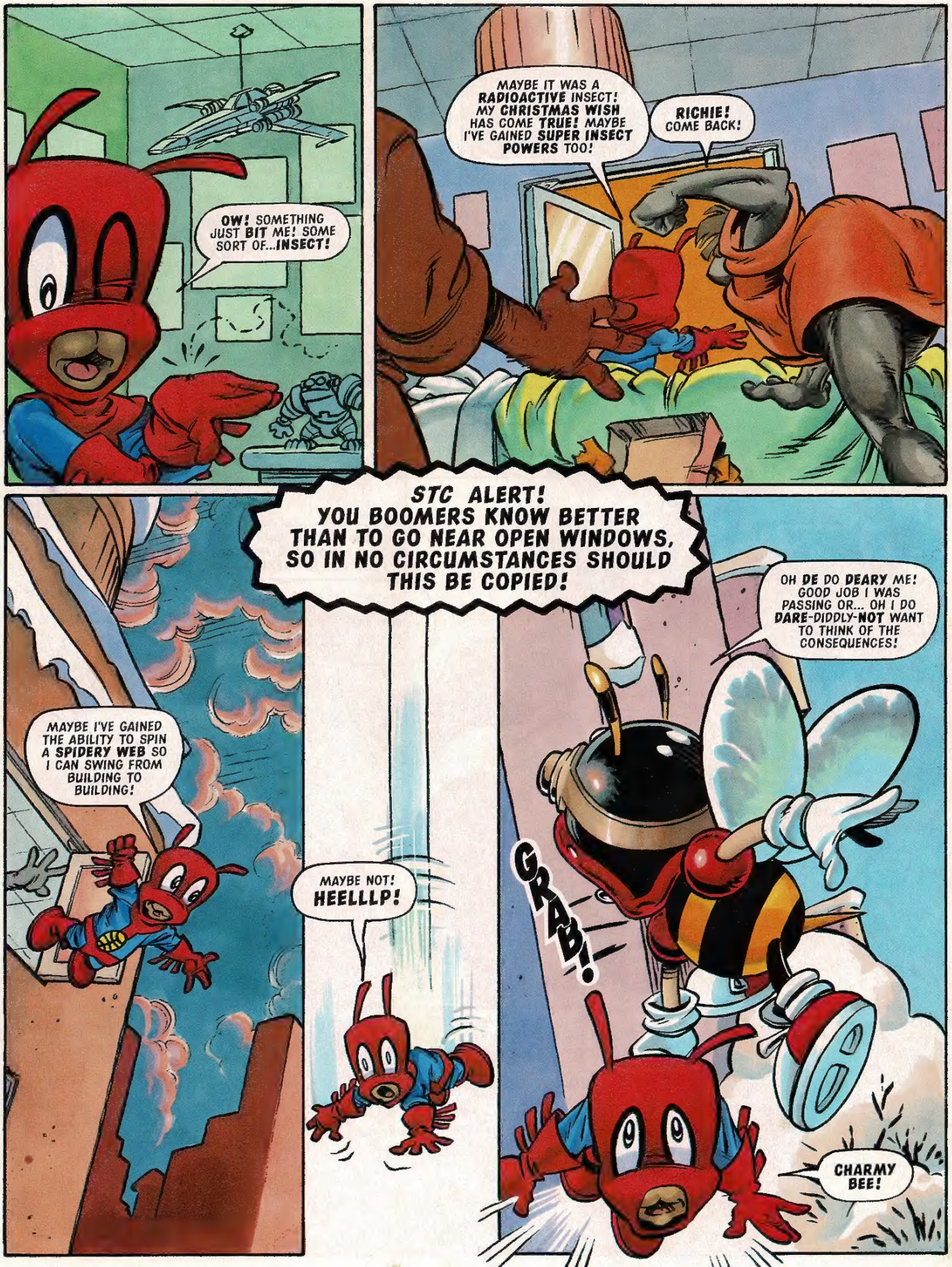
1	●	BRUTAL: PAWS OF FURY
2	↑	TOMCAT ALLEY
3	↑	SOULSTAR
4	RE	ROAD AVENGER
5	RE	SILPHEED
6	RE	SONIC CD
7	RE	POWERMONGER
8	↓	B.C. RACERS
9	↓	THUNDERHAWK
10	●	EARTHWORM JIM

GAME GEAR

1	RE	MICRO MACHINES 2
2	RE	DYNAMITE HEADDY
3	●	SONIC THE HEDGEHOG
4	↓	COLUMNS
5	RE	ECCO 2: THE TIDES OF TIME
6	↓	THE LION KING
7	RE	TAZ-MANIA: ESCAPE FROM MARS
8	↓	SONIC THE HEDGEHOG 2
9	RE	SONIC: TRIPLE TROUBLE
10	↓	STAR TREK: GENERATIONS

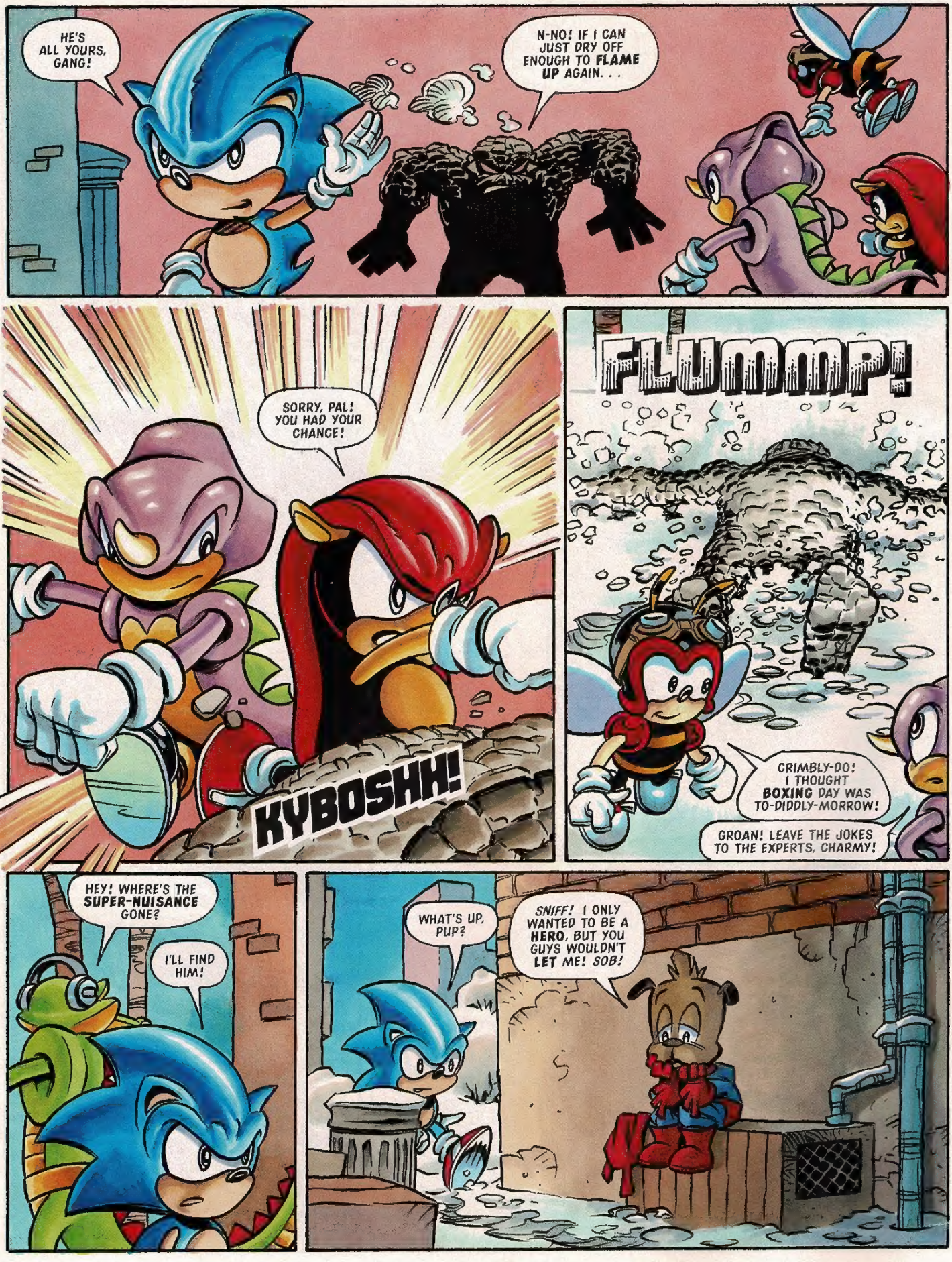
SONIC
THE HEDGEHOG
A CHRISTMAS WISH
Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME
COMPLETE STORY
CHRISTMAS EVE IN NEW TEK CITY, PLANET MERIDIAN. . .
TOO BAD I CAN'T GET HOME FOR CHRISTMAS, NOW THAT I'M TRAPPED HERE IN THE SPECIAL ZONE!
STILL, AT LEAST THESE DUDES HAVE THE RIGHT SPIRIT, EVEN IF IT IS AN ALIEN PLANET! SNOW, PRESSIES, CAROL SINGERS...
...AND SANTA IF I'M NOT MISTAKEN!

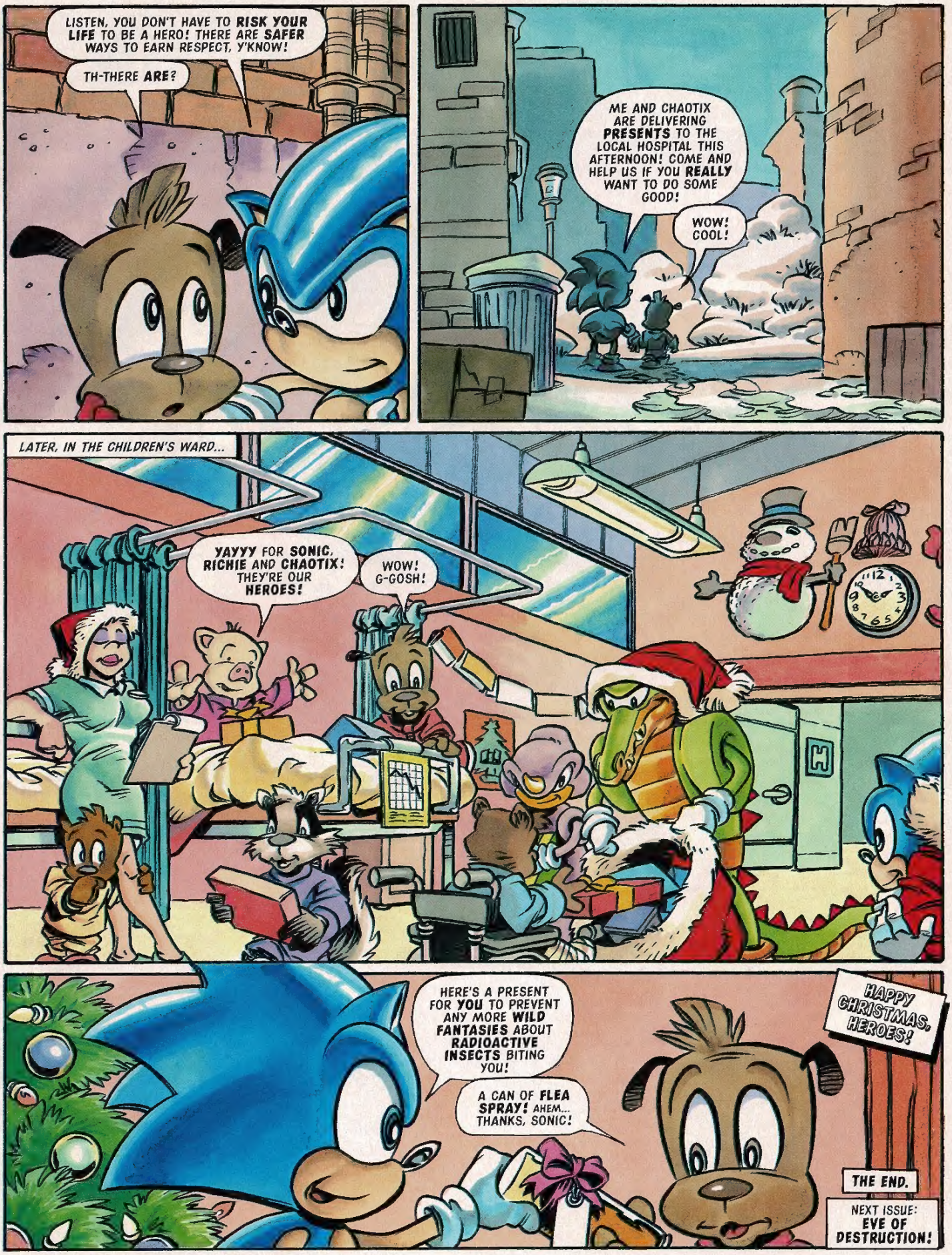

CHRISTMAS MORNING...
YAYYYY! MUM! DAD! SANTA'S BEEN!
WOW! LOOK AT ALL MY PRESSIES!
HAPPY CHRISTMAS, RICHIE! YAWN!
YESSS! AN INSECT-GUY OUTFIT! JUST WHAT I WANTED!
EVER SINCE HE CAN REMEMBER, RICHIE ROVER HAS BEEN A FAN OF INSECT-GUY – NEW TEK CITY'S COOLEST SUPER-DUDE (NEXT TO SONIC OF COURSE!)
INSECT-GUY WAS ORDINARY NORMAN NERD UNTIL HE WAS BITTEN BY A RADIOACTIVE INSECT – THIS GAVE HIM SUPER INSECT POWERS TO FIGHT CRIME!
MY HERO!
MMM, YOU LOOK QUITE THE PART IN YOUR OUTFIT, RICHIE!
I WISH I HAD THE SUPER POWERS TO GO WITH IT, THEN I COULD BE A REAL HERO!


OW! SOMETHING JUST BIT ME! SOME SORT OF...INSECT!
MAYBE IT WAS A RADIOACTIVE INSECT! MY CHRISTMAS WISH HAS COME TRUE! MAYBE I'VE GAINED SUPER INSECT POWERS TOO!
RICHIE! COME BACK!
STC ALERT! YOU BOOMERS KNOW BETTER THAN TO GO NEAR OPEN WINDOWS, SO IN NO CIRCUMSTANCES SHOULD THIS BE COPIED!
MAYBE I'VE GAINED THE ABILITY TO SPIN A SPIDERY WEB SO I CAN SWING FROM BUILDING TO BUILDING!
MAYBE NOT! HEELLLP!
OH DE DO DEARY ME! GOOD JOB I WAS PASSING OR... OH I DO DARE-DIDDLY-NOT WANT TO THINK OF THE CONSEQUENCES!
GRAB!
CHARMY BEE!

WHAT'S THE BIG IDEA, PUP? DO YOU REALLY NEED TO BE TOLD NOT TO GO JUMPING OUT OF WINDOWS...
I...I'M A SUPER-DUDE LIKE YOU GUYS! CAN I JOIN YOU AND BE A MEMBER OF CHAOTIX?
IT TAKES MORE THAN A COSTUME TO BE A SUPER-DUDE, KID!
I'M A REAL HERO — HONEST! THEY CALL ME...ERM... INSECT-PUP!
HEADS UP, GANG! TROUBLE'S COMING!
BEWARE, PUNY ONES! THIS CITY WILL FALL BEFORE THE FIERY MIGHT OF... THE BLAZER!
I'D FIND THIS VILLAIN'S DIALOGUE LAUGHABLE, IF HE DIDN'T SEEM SO DANGEROUS!
WHEW! I CAN FEEL THE HEAT FROM HERE! EVERYONE KEEP BACK UNTIL WE WORK OUT A PLAN OF ATTACK!
NOW'S MY CHANCE TO PROVE MYSELF. THIS IS A JOB FOR INSECT-PUP!
COME BACK! YOU'LL BE BURNT TO A CRISP!

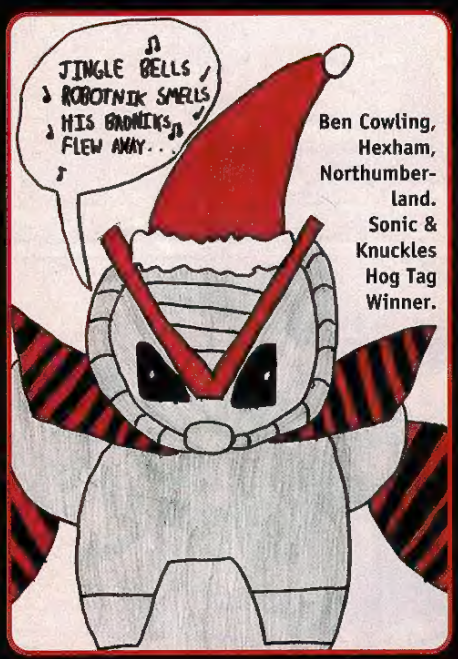
THAT'S GOOD ADVICE FROM VECTOR, KID! LISTEN TO IT!
WOW! WHO ARE YOU?
FOOOSH!!
YOU'VE NEVER HEARD OF SONIC THE HEDGEHOG?
WELL, I GUESS I AM STILL NEW TO THIS PLANET!
NO...ARE YOU COOLER THAN INSECT-GUY?
YOU NEED TO ASK?
WHOOOSH
SSPLOOOSH!
HEY, BLAZER! COOL OFF FOR CHRISTMAS!
FFSSSS
NOOO! MY FLAMES ARE BEING EXTINGUISHED!


HE'S ALL YOURS, GANG!
N-NO! IF I CAN JUST DRY OFF ENOUGH TO FLAME UP AGAIN. . .
SORRY, PAL! YOU HAD YOUR CHANCE!
KYBOSHH!
FLUMMP!
CRIMBLY-DO! I THOUGHT BOXING DAY WAS TO-DIDDLY-MORROW!
GROAN! LEAVE THE JOKES TO THE EXPERTS, CHARMY!
HEY! WHERE'S THE SUPER-NUISANCE GONE?
I'LL FIND HIM!
WHAT'S UP, PUP?
SNIFF! I ONLY WANTED TO BE A HERO, BUT YOU GUYS WOULDN'T LET ME! SOB!


LISTEN, YOU DON'T HAVE TO **RISK YOUR LIFE** TO BE A HERO! THERE ARE **SAFER** WAYS TO EARN RESPECT, Y'KNOW!
TH-THERE **ARE**?
ME AND CHAOTIX ARE DELIVERING **PRESENTS** TO THE LOCAL HOSPITAL THIS AFTERNOON! COME AND HELP US IF YOU **REALLY** WANT TO DO SOME GOOD!
WOW! COOL!
LATER, IN THE CHILDREN'S WARD...
YAYYY FOR **SONIC, RICHIE** AND **CHAOTIX**! THEY'RE OUR **HEROES!**
WOW! G-GOSH!
HERE'S A PRESENT FOR **YOU** TO PREVENT ANY MORE **WILD FANTASIES** ABOUT **RADIOACTIVE INSECTS** BITING YOU!
A CAN OF **FLEA SPRAY!** AHEM... THANKS, SONIC!
HAPPY CHRISTMAS, HEROES!
THE END.
NEXT ISSUE: **EVE OF DESTRUCTION!**

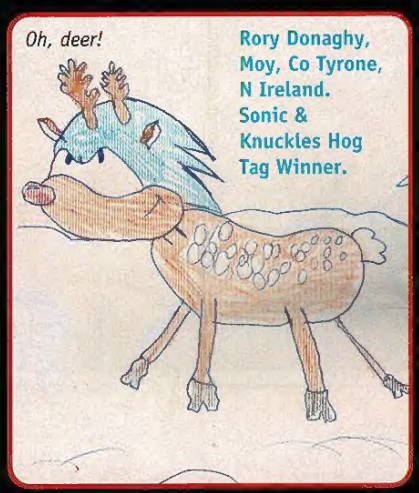
CRIMBO ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.



Ben Cowling, Hexham, Northumberland. Sonic & Knuckles Hog Tag Winner.

April Coonan, Southsea, Portsmouth. MD owner. Sonic & Knuckles Hog Tag Winner.



Rory Donaghy, Moy, Co Tyrone, N Ireland. Sonic & Knuckles Hog Tag Winner.

Amy in Toy Town!

Steven Leyland, Lincoln. Please send in full address. Sonic & Knuckles Hog Tag Winner.

Rebecca Rhead, Newcastle-under-Lyme, Staffs. Sonic & Knuckles Hog Tag Winner.

To help get your handywork selected in future *Graphic Zones*, please take note of the following tips:-

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
* Be original and don't copy pictures from the comic - come up with your own ideas.
* Include your name and address, preferably written in capital letters on the back of the page.
* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

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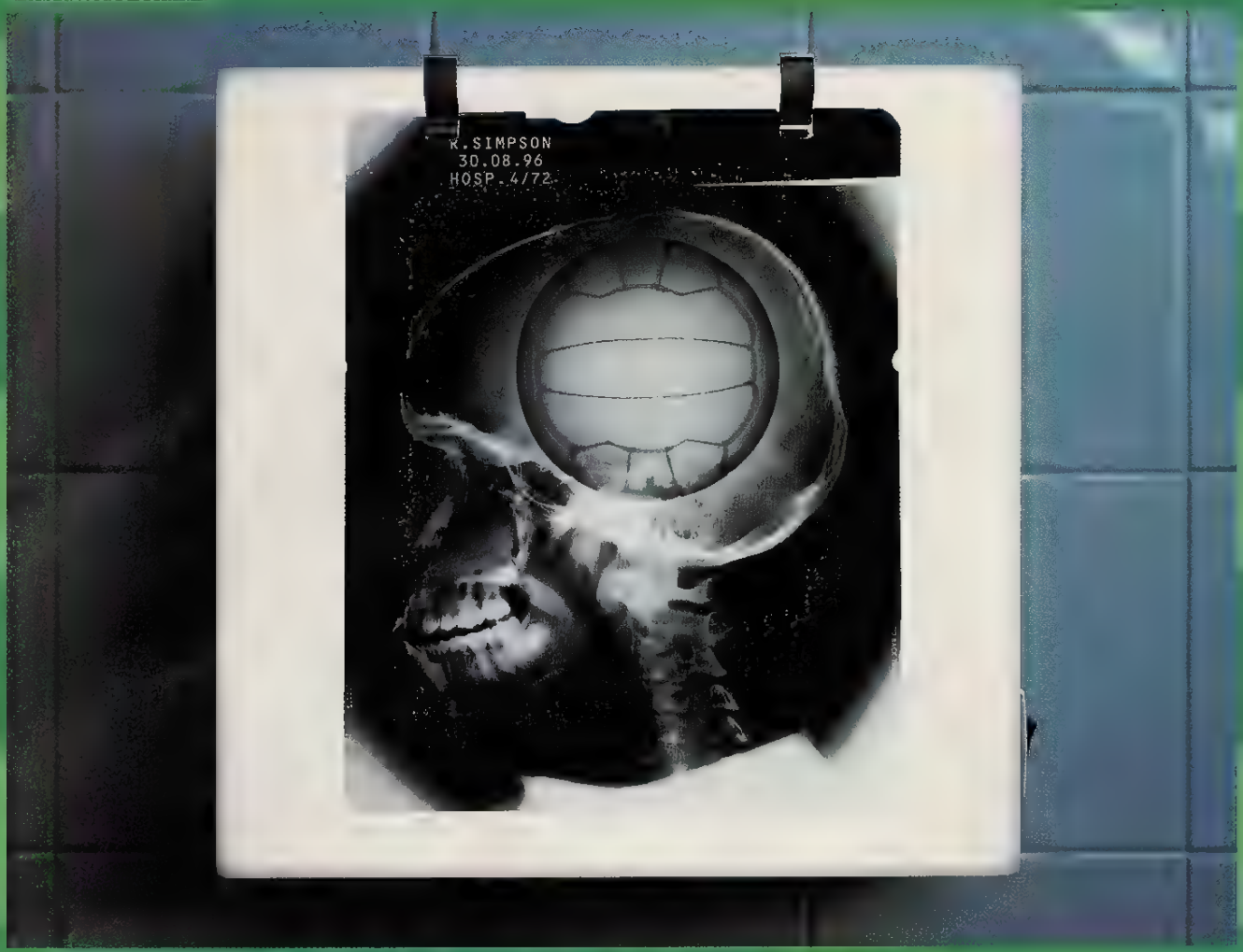


IF YOU'RE MAD ABOUT FOOTBALL, WE'VE JUST MADE YOUR BREAKFAST.

Teletext

MORE FOOTBALL THAN YOU CAN EAT!

IN THE SEAS AROUND NEW TEK CITY, CAPTAIN PLUNDER'S SHIP IS SUDDENLY INVADED BY A BUNCH OF MUTATED SHARKS...
CAPTAIN Plunder
SHANGHAIED
Part 3
Script: NIGEL KITCHING & RICHARD ELSON
Art: RICHARD ELSON
WHAT ARE YE WAITIN' FOR, YOU SWABS?
ATTACK!
B...BUT CAP'N, THEY LOOK AWFUL MEAN AND...
WHAT? THIS BE MUTINY, MR SCRATCHINGS!
I'LL TAKE CARE OF THE SHARKS, PLUNDER! AFTER ALL, IT'S MY TRANSFORMING POTION THAT THEY'VE BEEN DRINKING!
I'VE CHANGED MY MIND, MR FRY... I DON'T WANT TO HELP AFTER ALL!

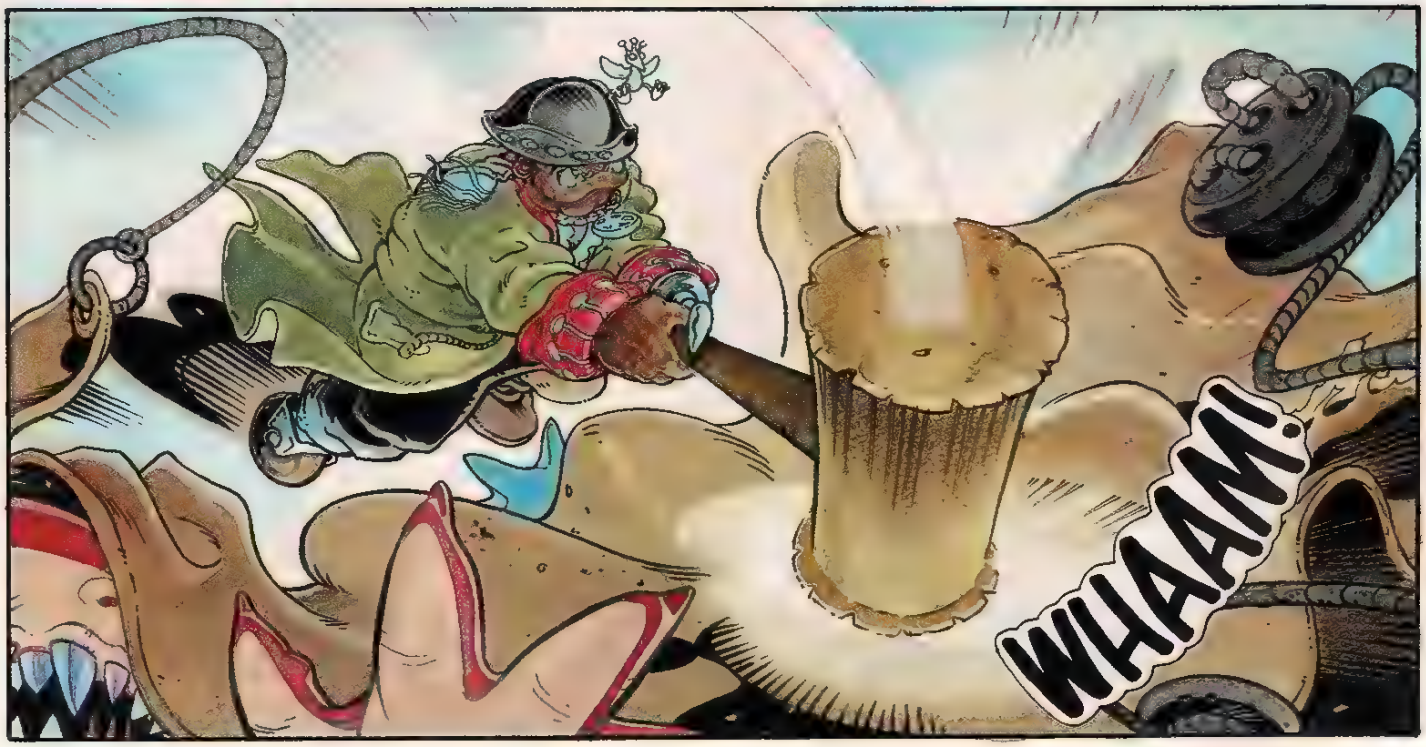
YOU BLITHERING BUFFOON, YOU'VE GOT HOLD OF THE RIGGING FOR THE MAIN SAIL!
LET GO, BEFORE...
THUPP!
OH NO... THAT SAIL'S COST ME A FORTUNE!
COULDN'T WE ALL JUST SIT DOWN AND TALK ABOUT THIS?
WHAM!
I GUESS NOT!
BIFF!
BASH!
POW!
I CAN'T LOOK... THAT'S TOP QUALITY SAILCLOTH THEY BE SHREDDING!
THIS IS INTOLERABLE... I'M LEAVING!

PROCTOR SPECKLE... WHERE DID EE COME FROM? WHERE BE MR FRY?

TH... THE TRANSFORMING SERUM WEARS OFF AFTER A WHILE... I'VE CHANGED BACK!
YOU MEAN TO TELL ME, SIMPSON'S FIGHTING IN THERE, ALL ALONE?

AS BLOODTHIRSTY PIRATES GO, I BE THE VERY MODEL OF PATIENCE...
SHARK REPELLENT
BREAK GLASS IN EMERGENCY
SMASH!

BUT THIS HAS GONE ON LONG ENOUGH!


WHAAM!

WHAPP!
WHOPP!
TAKE THAT, EEL SUCKER!
THAT SEEMS TO HAVE QUIETENED THE BLIGHTERS DOWN!
LET'S BE SEEING WHAT BECAME OF SIMPSON...
THIS AIN'T GOING TO BE PRETTY!
THEY'VE ATE 'IM UP, CAP'N... POOR SIMPSON!
WHAT'S THAT SOUND?
MMMPHH!
NOW WHAT BE GOIN' ON DOWN HERE?
HAH!
YEEE-UKK!
SPLOOP!

I RECKON THE SERUM'S WEARING OFF, CAP'N, THE SHARKS BE TURNING BACK TO NORMAL!
THEN THROW 'EM IN THE HOLD, YOU SWAB...THEY'LL MAKE A TASTY SNACK AFORE SUPPER!
THIS HAS BEEN A ROUGH DAY... I RECKON WE BE DESERVING A TREAT!
SIMPSON, GO TO MY CABIN AND FETCH THAT LAST CRATE OF VINTAGE RUM TRUFFLES I'VE BEEN SAVIN'!
YOU BETCHA!
MOMENTS LATER...
THE CRATE, CAPTAIN... IT'S VANISHED!
HEY, AND WHAT HAPPENED TO PROCTOR SPECKLE?
WHY, THAT SCURVY, GOOD-FOR-NOTHING, SLIME-SUCKING BILGE RAT OF A LOUSY...
MUNCH! MUNCH! MUNCH!
END

NEXT ISSUE: KNUCKLES IS BACK!

Nightmare No.1 Your kid sister wants to play.

With New Milky Way Crispy Rolls.

© MARS 1996

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALCVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

SONIC 3-D

Reviewed by Chris Jones.

MD MEGA DRIVE

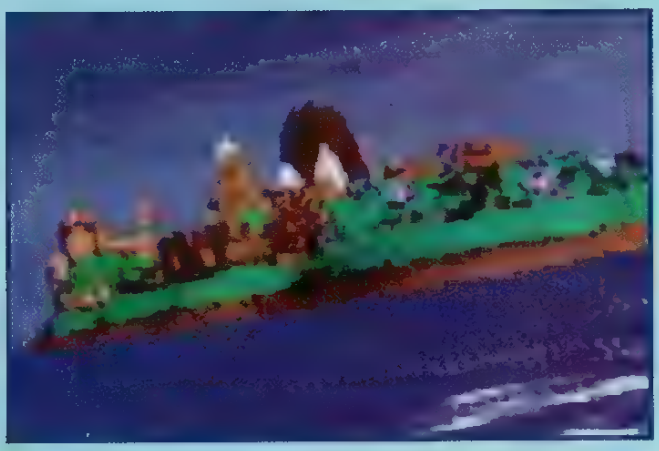
GAME TYPE: 3-D ADVENTURE
PLAYERS: 1
PUBLISHER: SEGA
PRICE: £44.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

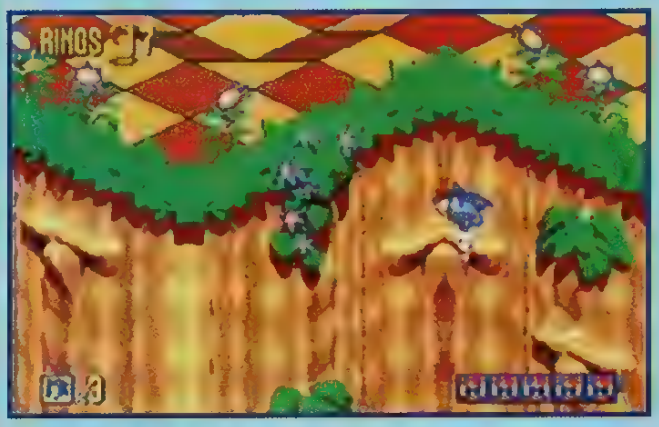
The spiky-haired, spinning marvel is back for one last showdown with Doctor Robotnik. Yes, Sonic the hedgehog has been re-animated for the ultimate game that will blow all previous Mega Drive titles away. **Sonic 3-D** is his latest adventure created on a 32Meg cartridge jam-packed with fun, bright colours and innovative gameplay.

Sonic 3-D is programmed by the same team that brought you *Toy Story*. This team has hit the jackpot again to produce a game that takes Sonic into a new dimension. **Sonic 3-D** is what it says, a three dimensional game where Sonic can move left, right, and into the foreground or background. Its

three dimensions make it impossible to call it a platform game, although it has many features of one. The whole screen is your playground and can be explored.

The game is inspired by themes from Sonic's previous adventures and there's even special guest appearances by Knuckles and Tails. One thing is certain, evil egg-man Doctor Robotnik is back and he must be stopped over seven distinct Zones, each containing two Acts and a Boss showdown. Complete all of these and a final Boss screen must be





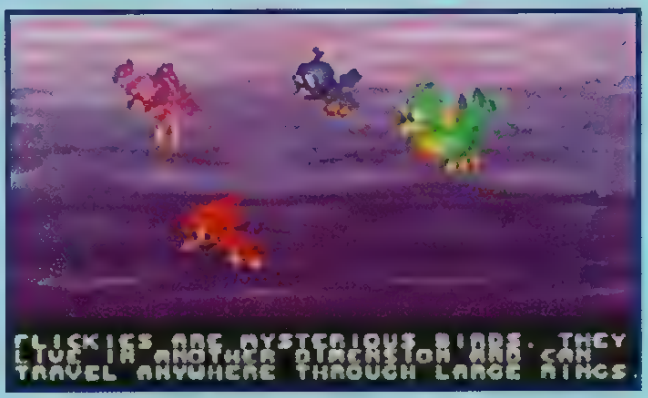
conquered - that simple? Expect the unexpected in this game, rumour has it that a secret ending exists - but that's left for you Boomers to find out!

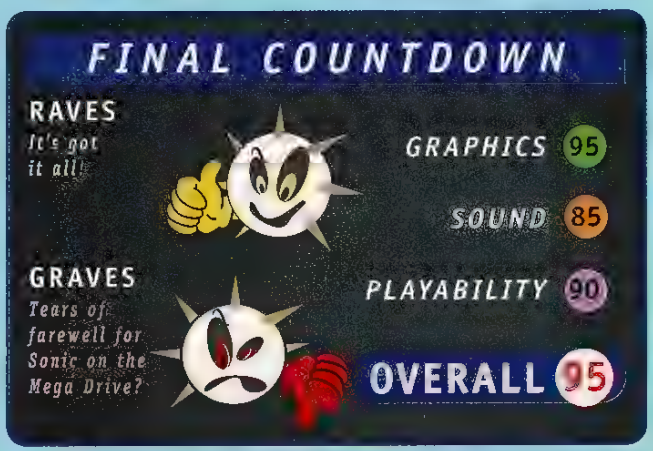
Each Zone has a different theme with different problems. *The Snow Mountain Zone* provides a frozen solid surface on which Sonic slips and slides on the ice, gets caught in avalanches, and can be encased in ice for about 10 seconds if he gets shot by the baddies. In the *Chemical Plant Zone*, Sonic can enjoy the feeling of floating on air from a giant fan and gets shot out of ducts and pipes. There are even cannons on some levels that Sonic must climb in to and be shot out of to help him complete a section of the game.

Sonic's mission in the game is still to collect rings but he has a more important task to complete. In each Act of each Zone he must destroy at least five evil robots, that when killed, free a Flicky; Flickies are the birds and rabbits that Robotnik has captured throughout the series of *Sonic* games. If he wasn't stealing them in his spaceships in *Sonic 1*, he's sure turning them into mechanical monsters here! Once Sonic frees a Flicky, it will fly round after him until he leads it to a giant ring where it can escape from the Zone. Sonic can free one at a time or have five Flickies following him round at once. This can prove tricky as sometimes obstacles and other robots may separate the Flickies from Sonic, making them fly off all over the screen. The hard work is trying to retrieve them again.

Everything is excellent in this game - from the smooth, bright, vibrant graphics and animation, fantastic gameplay and attention to detail, evil robots disguised as metallic bumble bees to nasty crocodiles.

Sonic 3-D pushes the Mega Drive to the limit, squeezing every last drop of power from the console to produce an innovative game. Doctor Robotnik's end of Zone showdowns with Sonic are also new and original. This is a game no Mega Drive owner would want to be without. It really is the best Sonic game produced, and as it may be the final instalment in the series, Sega won't let Sonic go out without a bang!





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Decap Attack

Part 3

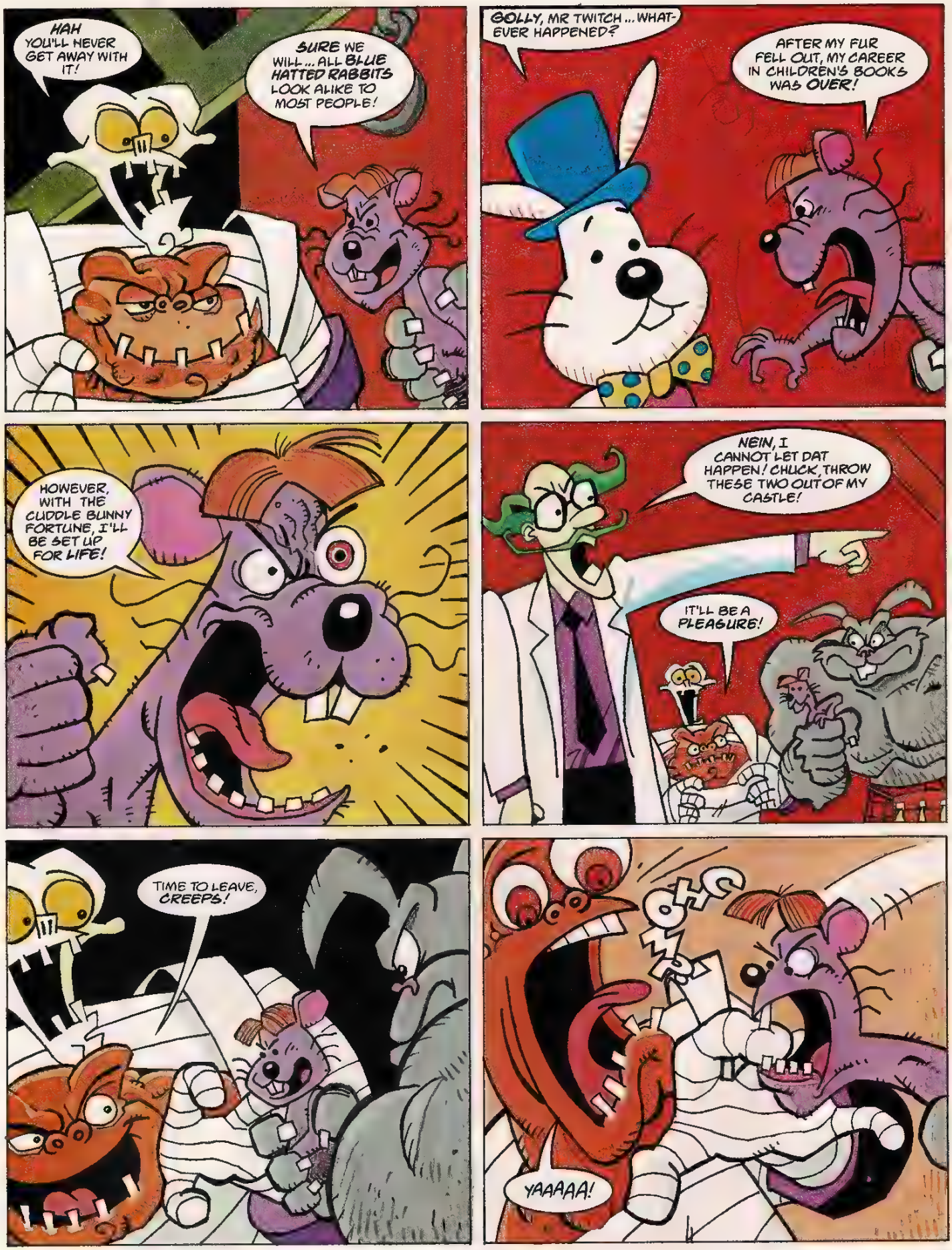
THE LEGEND OF MR CUDDLE BUNNY

SCRIPTS:
NIGEL KITCHING
& RICHARD RAYNER

ART:
NIGEL KITCHING

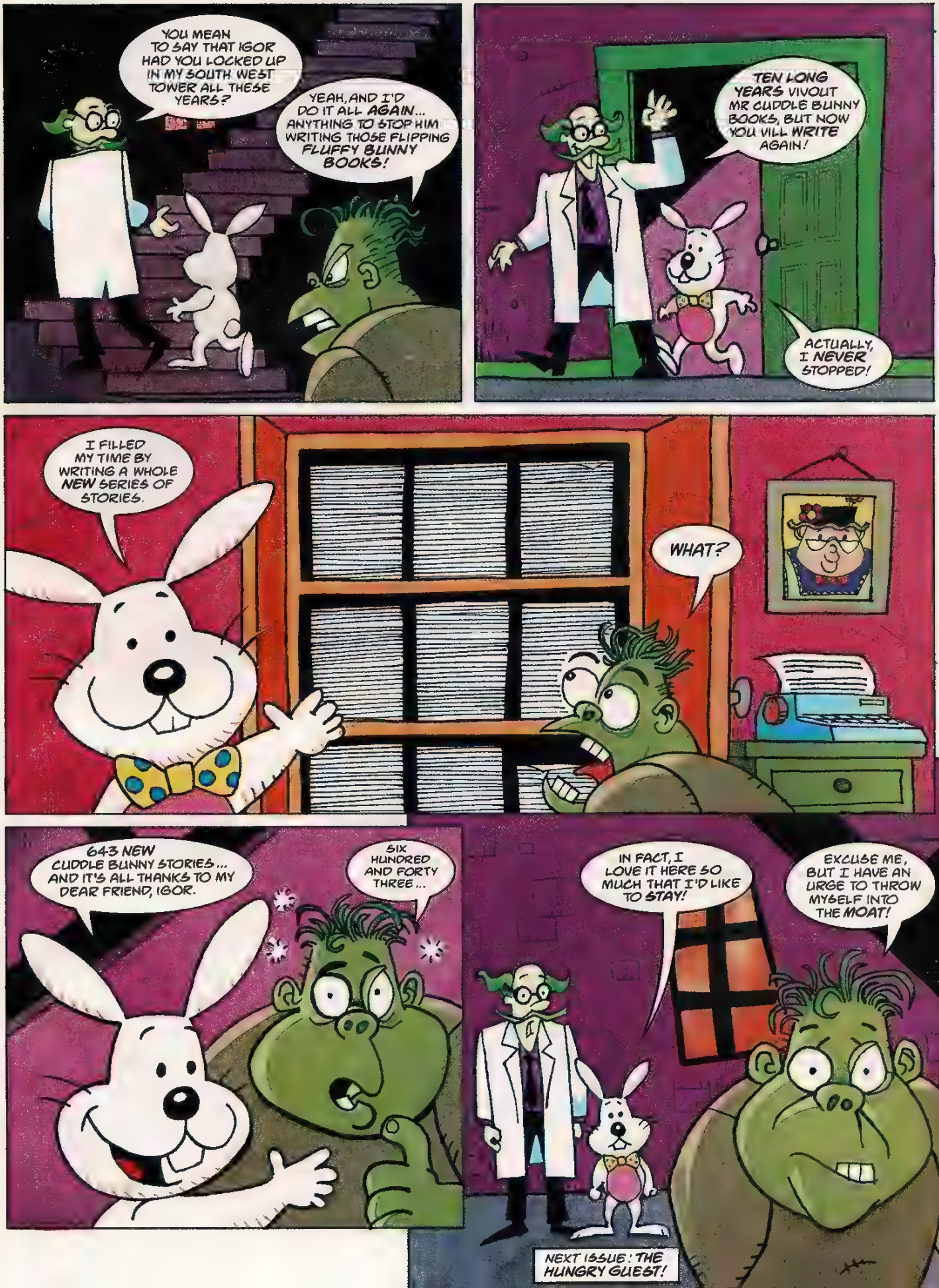
LETTERING:
BILLIE DEVILLE

WITH THE HELP OF HIS HENCHMAN, MICK C McTOSIS, MR TWITCH HAS COME TO STEAL MR CUDDLE BUNNY'S HAT.
HAND IT OVER, CUDDLE BUNNY!
VOT IST DIS? I DON'T UNDER-STAND!
IT'S SIMPLE, GRANDAD...
MR CUDDLE BUNNY HAS BEEN MISSING FOR TEN YEARS.* NOW MY BUDDY MICK IS GOING TO WEAR THIS HAT AND CLAIM THE CUDDLE BUNNY FORTUNE!
* BECAUSE IGOR HAD LOCKED HIM UP IN THE CASTLE'S SOUTH WEST TOWER - MEGADROID.


HAH YOU'LL NEVER GET AWAY WITH IT!
SURE WE WILL... ALL BLUE HATTED RABBITS LOOK ALIKE TO MOST PEOPLE!
GOLLY, MR TWITCH ... WHATEVER HAPPENED?
AFTER MY FUR FELL OUT, MY CAREER IN CHILDREN'S BOOKS WAS OVER!
HOWEVER, WITH THE CUDDLE BUNNY FORTUNE, I'LL BE SET UP FOR LIFE!
NEIN, I CANNOT LET DAT HAPPEN! CHUCK, THROW THESE TWO OUT OF MY CASTLE!
IT'LL BE A PLEASURE!
TIME TO LEAVE, CREEPS!
OHC
YAAAA!

GET HIM, MICK, YOU IDIOT!
OW! OW! OW! GET HIM OFF!
YE GREAT LUMMOX! I'LL PULL YER TRUSSOCKS UP AROON' YER EARS!
YEAH?
TWACK
ACCH, RIGHT ON ME GRUNIONS!
OH DEARY, DEARY ME! SUCH ROUGH BEHAVIOUR...
SO HAND OVER THE BONNET AND WE'RE OOT O' HERE!
THE HAT? OF COURSE YOU MAY HAVE MY DEAR LITTLE BLUE HAT...

... AND IF MY FORTUNE MAKES YOUR LIVES A LITTLE JOLLIER, THEN I'M ONLY TOO GLAD...
AAAAAAAA!
THE HAT!
NO, IT'S NOTHING BUT ASHES!
I'M A LITTLE SINGED MYSELF, IF ANYBODY CARES!
I SUPPOSE THIS MEANS I DINNAE GET PAID!
AH, SHADDUP!


YOU MEAN TO SAY THAT IGOR HAD YOU LOCKED UP IN MY SOUTH WEST TOWER ALL THESE YEARS?
YEAH, AND I'D DO IT ALL AGAIN... ANYTHING TO STOP HIM WRITING THOSE FLIPPING FLUFFY BUNNY BOOKS!
TEN LONG YEARS VIVOUT MR CUDDLE BUNNY BOOKS, BUT NOW YOU VILL WRITE AGAIN!
ACTUALLY, I NEVER STOPPED!
I FILLED MY TIME BY WRITING A WHOLE NEW SERIES OF STORIES.
WHAT?
643 NEW CUDDLE BUNNY STORIES... AND IT'S ALL THANKS TO MY DEAR FRIEND, IGOR.
SIX HUNDRED AND FORTY THREE...
IN FACT, I LOVE IT HERE SO MUCH THAT I'D LIKE TO STAY!
EXCUSE ME, BUT I HAVE AN URGE TO THROW MYSELF INTO THE MOAT!
NEXT ISSUE: THE HUNGRY GUEST!

Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

***STC* WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.**

SONIC THE HEDGEHOG 3 Revisited

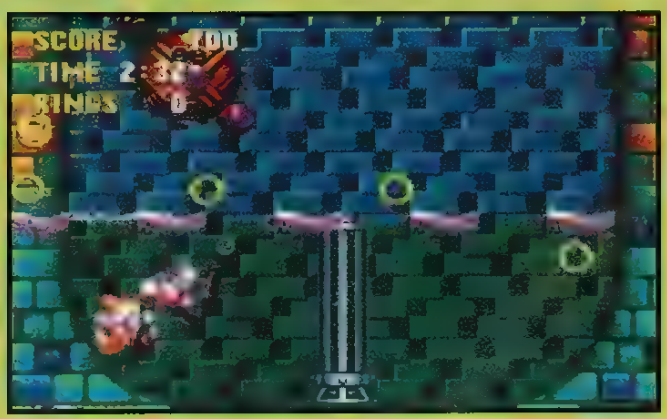
MD MEGA DRIVE

THE BOSSES [CONTD]

HYDROCITY ZONE

ACT 1
DOCTOR ROBOTNIK'S WHIRLPOOL MACHINE

- The first of Doctor Robotnik's two fiendish water machines in his zone. This one is easy to beat provided you keep calm.



- Stand in the centre of the screen in front of the underwater pillar. Robotnik's craft will drop in the middle of the screen and then fly off the screen.
- He'll then appear from the upper left at high speed - so be ready. Jump Sonic as high as possible. Robotnik then drops in from the upper right. Again, jump straight up as high as you can.
- Robotnik's craft hen settles on the pillar directly above you. Wait for the orbs around it to stop moving and start ramming it. If you time it well, you can get in two or three hits before he starts to spin the water and Sonic around.
- Again, stay in the middle of the screen as much as possible and repeat the previous moves to beat him.
- After the machine is demolished, the end-of-act sign appears. To prevent it from landing, jump at it to pump up that score and maybe get some extra goodies!

ACT 2
DOCTOR ROBOTNIK'S WATERSPOUT & DEPTH CHARGE MACHINE

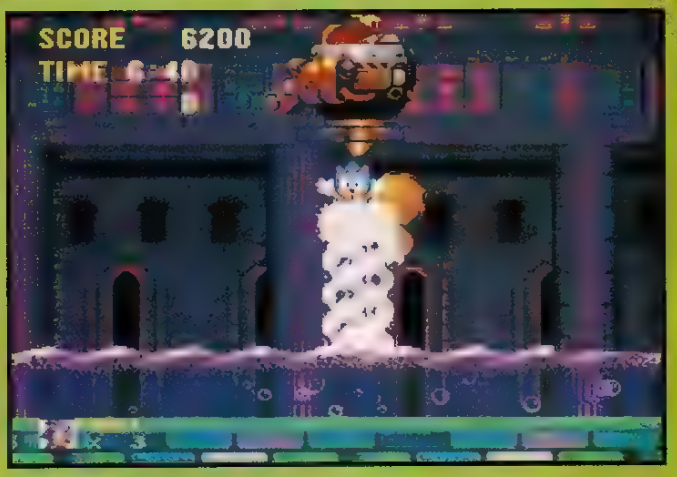
- Never one to give in, Robotnik is back with an even dealier water machine!

- Go to the far right as Robotnik descends from top left.

- He'll proceed to start his suction machine, which, if you're not careful, will draw Sonic into its whizzing blades! He then moves left and right above you, dropping water bombs that contaain delayed-action fuses.

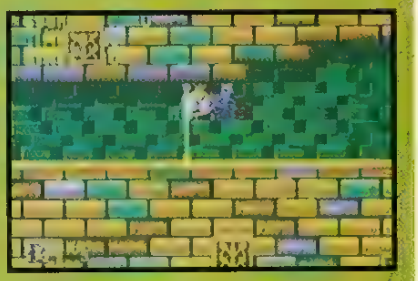
- To avoid the suction blades, keep Sonic jumping out of the water and pushing towards the wall nearest to him.

- Before you can hit Robotnik's craft you have to wait for the bombs it drops to explode first. Leap on the vertical water jets they release and bounce off them to him him. If you score a hit, try to bounce up and in the same direction as him to gain more hits.

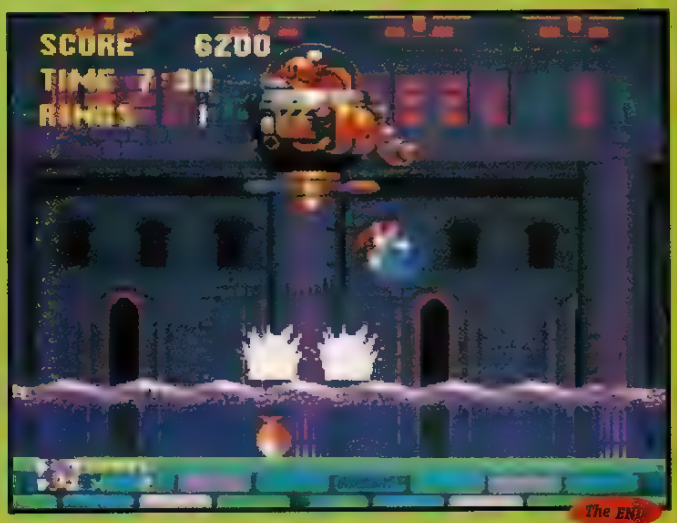


- Provided your timing is good you can get in at least two more hits.

- You can also use the main waterspout that sucks up water and draws you in, but only after he has released it and his craft starts to move.
As the waterspout slowly drops, you can leap Sonic onto it and up to Robotnik's craft.



- After you finally destroy the machine, head right to find Sonic's friends and release them from their prison cage.



Next issue: Make a meal of those Marble Garden menaces!

BACK TRACKING!

ALL YOU WANT FOR CHRISTMAS IS... A COMPLETE SET OF *STC*'s!

Massive back issue sell-off. Last ever opportunity to buy (offer ends Tuesday, 31 December 1996).

Christmas is coming and you've been pining over that missing issue. Well, here's the opportunity to send your misery packing by simply selecting the issue or issues of your choice (provided they are not sold out), fill in the form on this page and send it off before 31 December 1996. Please note that the publishers, Egmont Fleetway Ltd., reserve the right to substitute issues if the issue of your choice is unavailable.

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Each issue costs £1.50 (including postage and packing), or buy five issues for £5.00. Payment should be made by cheque/postal order or credit card. All cheques/PO's to be made payable to **Egmont Fleetway Ltd.** and must be in pounds sterling.

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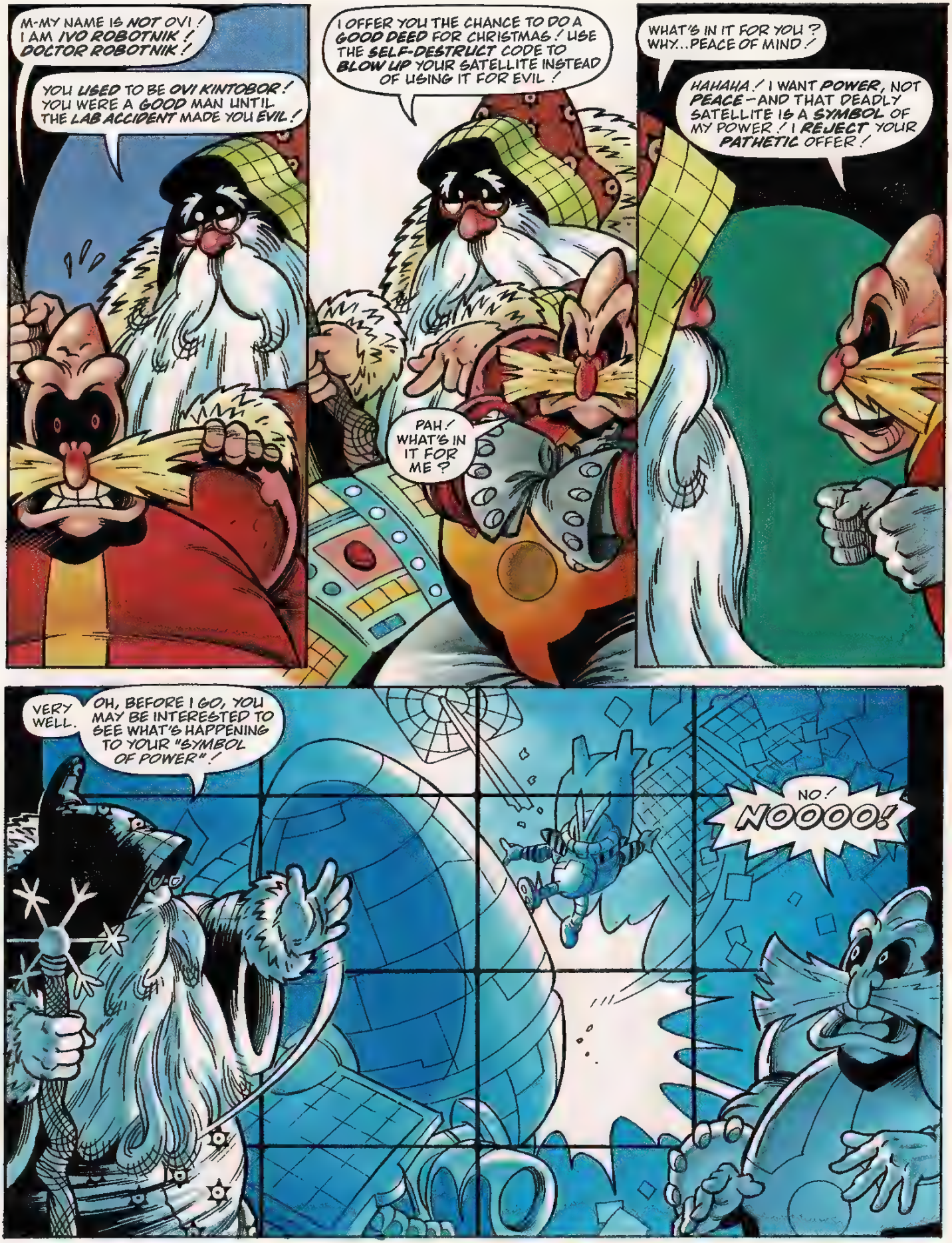
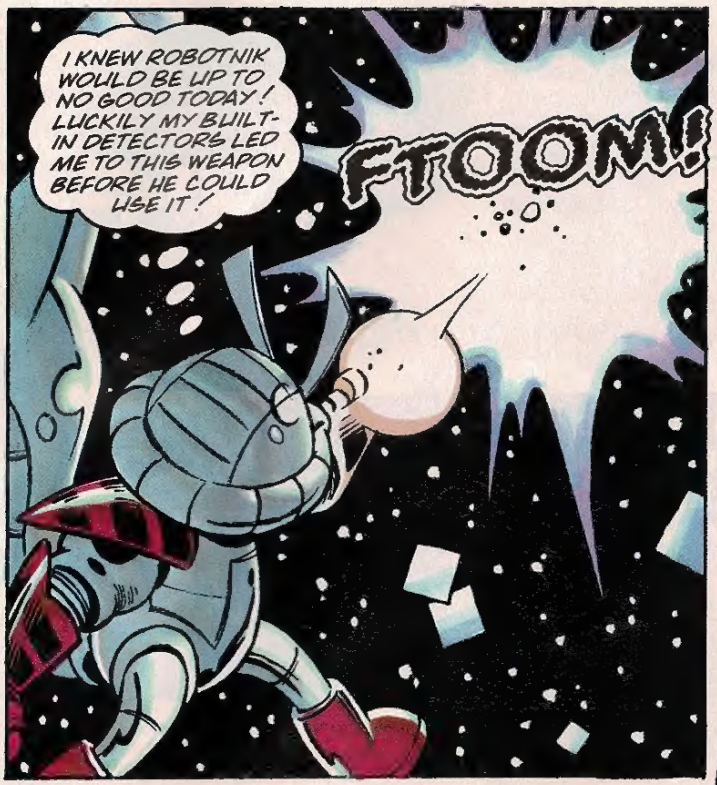
STC93

CHRISTMAS DAY IN THE EMERALD HILL ZONE... A PLACE LONG SINCE DESERTED BY ITS RESIDENTS, WHO FLED TO THE FLOATING ISLAND TO ESCAPE DOCTOR ROBOTNIK.*
SONIC'S WORLD
SEASON OF GOODWILL
COMPLETE STORY
Script: LEW STRINGER Art: ANDY PRITCHETT
Colouring: STEVE WHITE Lettering: GORDON ROBSON
*SEE ISSUE 53—Megadroid.
HOWEVER, ONE RESIDENT REMAINS! LIVING IN HER SECRET UNDERGROUND LABORATORY, SCIENTIFIC GENIUS TEKNO THE CANARY HAS INVITED TAILS, AMY, JOHNNY, AND SHORTFUSE THE CYBERNIK TO HER CHRISTMAS PARTY!
YOU DESERVE A PARTY AFTER YOUR BATTLES WITH ROBOTNIK AND HIS GOONS OVER THE PAST YEAR!
TOO RIGHT! I ONLY WISH SONIC WAS HERE!
DON'T WORRY, AMY! HE WILL BE BACK! I JUST KNOW IT!
IN THE MEANTIME, WE'VE GOT SHORTFUSE TO HELP US OUT! ANYWAY, EVEN DOCTOR ROBOTNIK WOULDN'T DO ANYTHING BAD ON CHRISTMAS DAY, RIGHT?
Hmm...I WOULDN'T BE SO SURE OF THAT, TAILS!

MEANWHILE, IN THE OFFICE OF DOCTOR ROBOTNIK...
HOW DARE THE CITIZENS OF MY PLANET ENJOY THEMSELVES WITHOUT MY PERMISSION?
HAH! THEY'LL SOON HAVE LITTLE TO CELEBRATE ONCE I DEPLOY MY NEWEST WEAPON!
THIS DEADLY SATELLITE IS ARMED AND READY! IT WILL FIRE A HEAT RAY INTO THE HAPPY VALLEY ZONE TO MELT THE SNOW AND CAUSE A FLOOD THAT WILL WASH THEIR HOMES AWAY!
THE TIME IS RIPE! ONE PRESS OF THIS BUTTON AND THE HEAT RAY WILL BLAST INTO THE VALLEY!
BUT BEFORE ROBOTNIK CAN PRESS THE BUTTON...
WHA..? TH-THAT BLINDING WHITE LIGHT! WH-WHAT'S GOING ON?

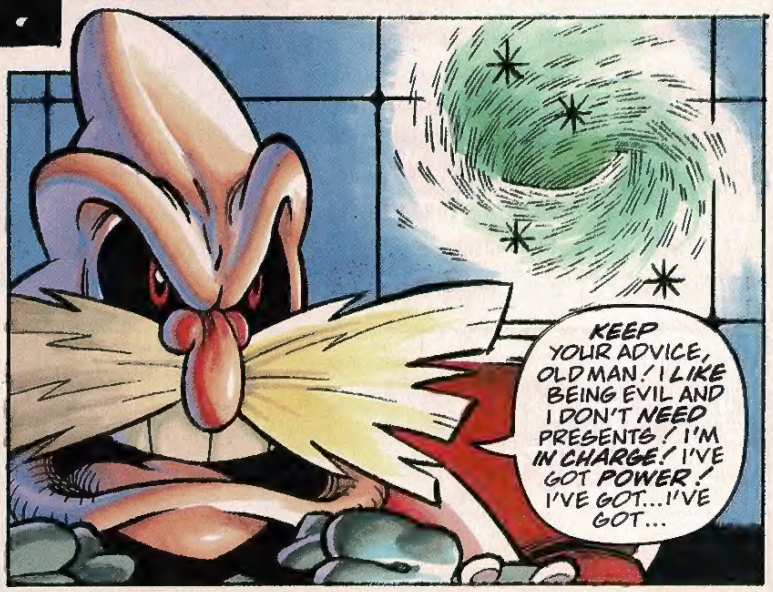
IS ALL THIS ANGER BECAUSE NO ONE SENT YOU A CHRISTMAS CARD?
WHERE DID YOU APPEAR FROM? WHO ARE YOU?
DON'T YOU REMEMBER ME FROM WHEN YOU WERE A BOY? I'M FATHER CHRISTMAS!
WHAT IS THIS NONSENSE? TROOPERS! DESTROY THIS INTRUDER!
INTRUDER, MASTER?
THIS INTRUDER, FOOLS! CAN'T YOU SEE HIM?
ONLY LIVING BEINGS SEE OR HEAR ME, DOCTOR! THEY'RE JUST MACHINES!
I'LL DEAL WITH YOU MYSELF... WHA..?
I CANNOT BE TOUCHED IN ANGER, OVI!

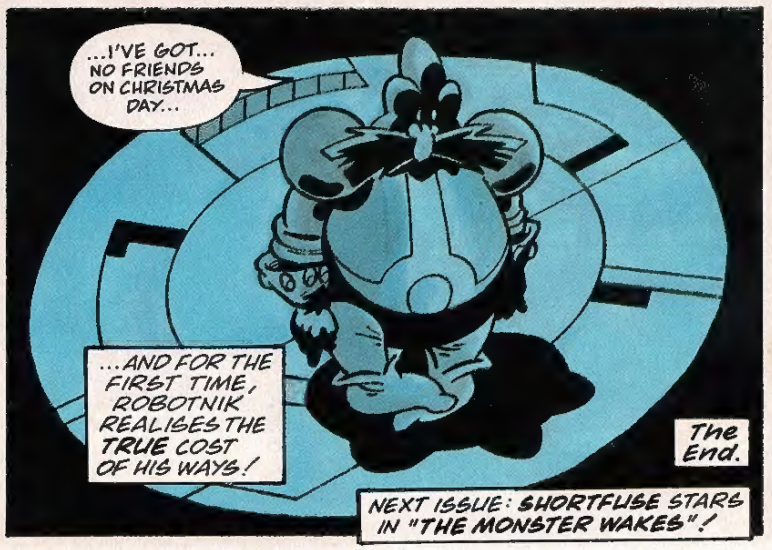

M-MY NAME IS NOT OVI ! I AM IVO ROBOTNIK ! DOCTOR ROBOTNIK !
YOU USED TO BE OVI KINTOBOR ! YOU WERE A GOOD MAN UNTIL THE LAB ACCIDENT MADE YOU EVIL !
I OFFER YOU THE CHANCE TO DO A GOOD DEED FOR CHRISTMAS ! USE THE SELF-DESTRUCT CODE TO BLOW UP YOUR SATELLITE INSTEAD OF USING IT FOR EVIL !
PAH ! WHAT'S IN IT FOR ME ?
WHAT'S IN IT FOR YOU ? WHY...PEACE OF MIND !
HAHAHA ! I WANT POWER, NOT PEACE - AND THAT DEADLY SATELLITE IS A SYMBOL OF MY POWER ! I REJECT YOUR PATHETIC OFFER !
VERY WELL.
OH, BEFORE I GO, YOU MAY BE INTERESTED TO SEE WHAT'S HAPPENING TO YOUR "SYMBOL OF POWER" !
NO !
NOOOO!


I KNEW ROBOTNIK WOULD BE UP TO NO GOOD TODAY! LUCKILY MY BUILT-IN DETECTORS LED ME TO THIS WEAPON BEFORE HE COULD USE IT!
FTOOM!

SO...YOU GOT WHAT YOU WANTED AFTER ALL! DO I GET MY PRESENT NOW?
SORRY, OVI. WHAT I WANTED WAS FOR YOU TO MAKE THE RIGHT CHOICE AND YOU REFUSED. SO, NO PRESENTS I'M AFRAID!

MY ONLY OFFER TO YOU IS THIS WARNING: FOLLOW THE DESTRUCTIVE PATH, AND YOUR EMPIRE WILL FALL WITHIN THE NEXT FEW MONTHS!
SO, NOW YOU'RE A FORTUNE TELLER TOO, EH? BAH! DON'T GIVE UP THE DAY JOB! NOW GET OUT!


KEEP YOUR ADVICE, OLD MAN! I LIKE BEING EVIL AND I DON'T NEED PRESENTS! I'M IN CHARGE! I'VE GOT POWER! I'VE GOT...I'VE GOT...


...I'VE GOT... NO FRIENDS ON CHRISTMAS DAY...
...AND FOR THE FIRST TIME, ROBOTNIK REALISES THE TRUE COST OF HIS WAYS!
The End.
NEXT ISSUE: SHORTFUSE STARS IN "THE MONSTER WAKES"!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

GOLDEN OLDENS!

Dear Megadroid,

Can I still send off for past issues of the comic from the Back Issue Zone?

Paul Cook, Bishops Stortford, Herts. Sonic & Knuckles Hog Tag Winner.

As it's Christmas Paul, your present's a few pages back! You'll find you're able to send off for STC back issues, but bear in mind the offer's only available until Tuesday, 31 December 1996.

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

TRAINEE LEE!

Dear *STC*,

I am a thirteen year old facing career plans, and was wondering what grades I would need to be an artist at Sonic the Comic.

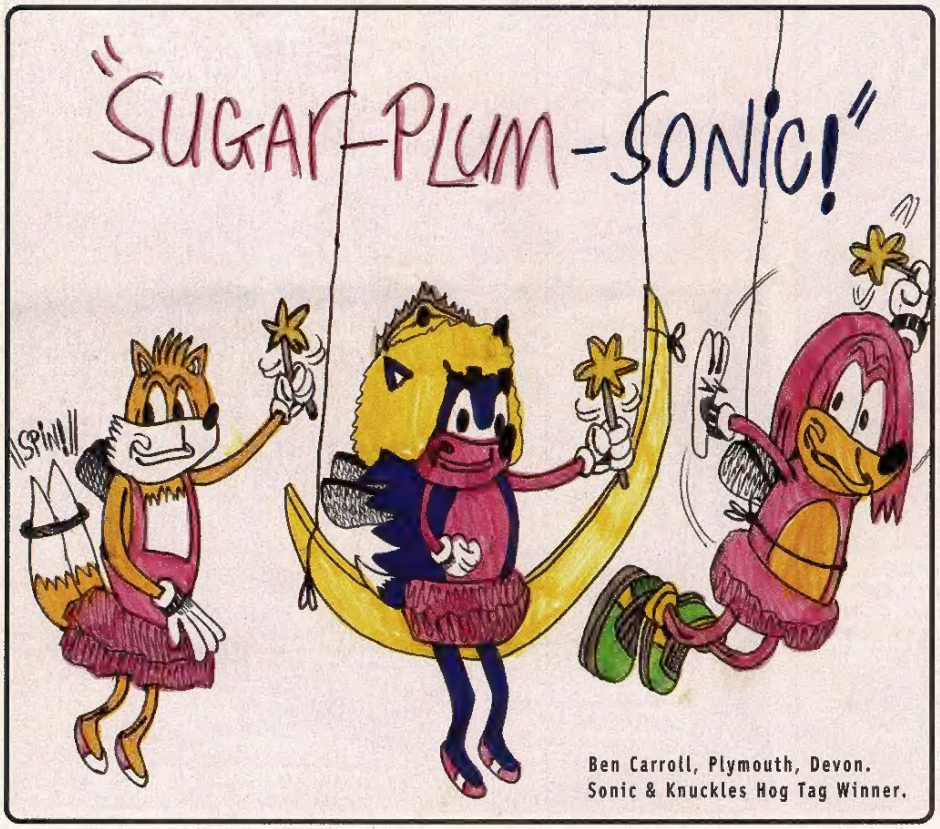
Lee McDonald, Shelton Lock, Derby. Sonic & Knuckles Hog Tag Winner.

At great expense to my personal hotline, Lee, some of the STC creators have offered the following advice...

Lew Stringer suggests that you begin at your local library - take out a Teach-yourself-cartooning-type of book. Lew drew his own comics from childhood and decided to become a comic artist at the grand old age of 21.

Richard Elson says that you don't need grades to be an artist - you just need to be able to draw!

Nigel Kitching recommends that you find out what qualifications are required and work towards doing some good work at Art College. Good luck!



Ben Carroll, Plymouth, Devon. Sonic & Knuckles Hog Tag Winner.

NEXT ISSUE

ALL NEW STORIES

SONIC!
EVE OF DESTRUCTION!

SONIC'S WORLD!
THE MONSTER WAKES!

KNUCKLES!
ROOTS!

DECAP ATTACK!
THE HUNGRY GUEST!

PLUS

BADNIK PIN-UP
CRAWL!

SONIC 3
Q ZONE!

REVIEWS - BUGS BUNNY! DESTRUCTION DERBY!

STC 94 ON SALE TUES, 24 DECEMBER '96

£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

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MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 93

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

HE HASN'T COMMITTED A CRIME, SO WHY PUT HIM BEHIND BARS?

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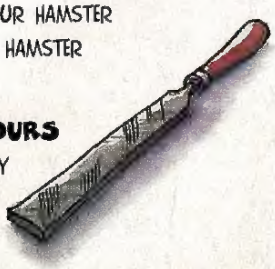

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